

CAPCOM



CP SYSTEM  
**NO.13**

# NEMO™

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## ● Story

One night when a boy named Nemo settled down to sleep, he received an invitation from the King of Slumberland to come and play with the Princess. But when Nemo went to Slumberland he couldn't find the King. While Nemo was trying to decide what to do a strange man named Flip offered to help him find the King. Together they went off to explore Slumberland and find the King.....

## ● Item

There are many items you can pick up in Slumberland to increase your velocity, help defeat your enemies, etc. Use them skillfully and you should get a high score.



# Action Packed!

Attack



Push the attack button to use the scepter or Flip's stick to defeat enemies.



Jump On Enemies

400pt



Except for the level bosses, you can jump on all enemies and crush them. If you can jump on more than one in a row, you will get double score for each one.



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Nemo's  
at the

Throw



Use the attack button to pick up screws, boxes, barrels, rocks and other things you find along the way and then press the button again to throw them. Each has a different effect but they can all give you extra scores if you use them well.



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Super Attack

If you hit an enemy with Nemo or Flip will turn red and become very powerful.

Use the Super Attack to hit an enemy and his flying body will wipe out the enemies behind him. The Super Attack can give you a Super Score



100pt

200pt

300pt

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